



Exercise 6

SCRIPTING A GRAPHICAL USER INTERFACE IN UNITY

Preparation

Watch the tutorial video

Scripting a Graphical User Interface in Unity

Online: <http://www.youtube.com/user/mitartemis>

Offline: 06_Unity2.mp4 (available from the instructor)

Review template files

Beginner: use the Unity Earth Project files for this exercise.

Intermediate and advanced: use the script in the Tutorial 6 folder.

Editing GUI scripts

BEGINNER

In Unity, open the Geography Game scene from the Scene folder of the Earth Unity Project. Assign your images to the Title and logo labels and the Credits toggle. If needed, change the dimensions of these elements in the GameManager.js script file.

INTERMEDIATE

In your Unity project (from Tutorial 4), assign images to all labels, buttons, and toggles. If needed, edit the GameManager.js script file using the positions and dimensions of your own GUI images.

ADVANCED

Same as for intermediate level, but work with the storyboard images for your own game! Modify the GameManager.js script, as needed, for the dimensions and positions of elements in your own GUI design.

ALL

Save the scene and project. Play the game in Unity to see and try the graphical user interface (GUI). Note that the GUI is visible only in the Game panel during play mode. It is not visible in the Scene panel.